

IPVMM

The Long-Fabled Execution Layer

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"The Easiest Way to Run Wasm Everywhere"

IPVM

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The Fastest Way to Ship IPFS Features to Users

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The Fastest Way to Ship IPFS Features to Users

A Step Towards IPOS

Agenda

1. What
2. Why
3. Security
4. Scheduling
5. Compute Commons
6. Open Discussion 🌶️

Super early days



IPVM

IP What?

IPVM

IP What?

- ◆ A blessed VM (Wasm) in every IPFS node
- ◆ Transparent IPFS node upgrades (like the web) 🤖👤
- ◆ Support features like Autocodec
- ◆ Compute without (required) consensus
- ◆ Global adaptive optimization
- ◆ Mobile (ambient) computing

IPVM

What This Gets You

IPVM

What This Gets You

- ◆ Like data, compute should be ubiquitous
- ◆ End users and IPFS teams can depend on having compute around
- ◆ Deep integration with tooling
- ◆ Fully consistent functionality between clients
- ◆ Replace AWS's proprietary Lambda with an open protocol + nodes
 - ◆ **"The HTTP of Compute"** 🤪

Requirements

Working Backwards

Requirements

The Basics

Requirements

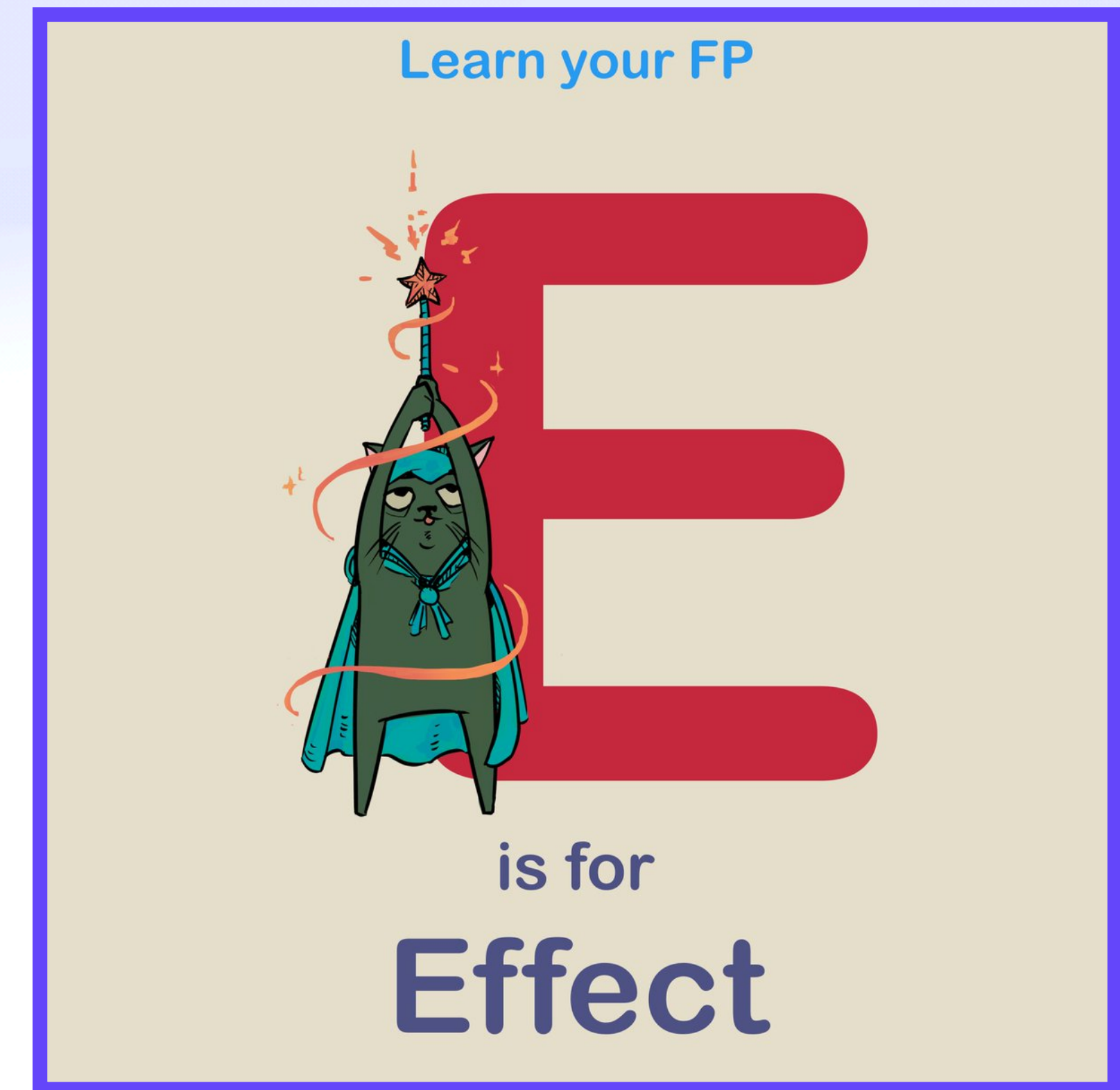
The Basics

- ◆ Portable
- ◆ Deterministic, verifiable
- ◆ Purity? Managed effects?
- ◆ Enforced termination (enabled-by-default?)
- ◆ Move compute to data / move data to compute
 - ◆ Push & pull both important
 - ◆ (e.g.) UCAN for remote invocation

Requirements

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<https://twitter.com/impurepics>

Requirements

Familiarity as Adoption Tactic

Requirements

Familiarity as Adoption Tactic

- ◆ Bring your own language
- ◆ Common patterns (e.g. manifests, cron, systemd, build packs)

Requirements

Deep Integration

Requirements

Deep Integration

- ◆ Lean into content addressing
- ◆ More than the sum of its parts
- ◆ Local and remote execution
- ◆ Reuse Wasm effort, infra, tooling, community experience, etc
 - ◆ FVM, Aquamarine, CloudFlare Workers, Bacalhau, web3.storage invocations, IPFS-FAN

Requirements

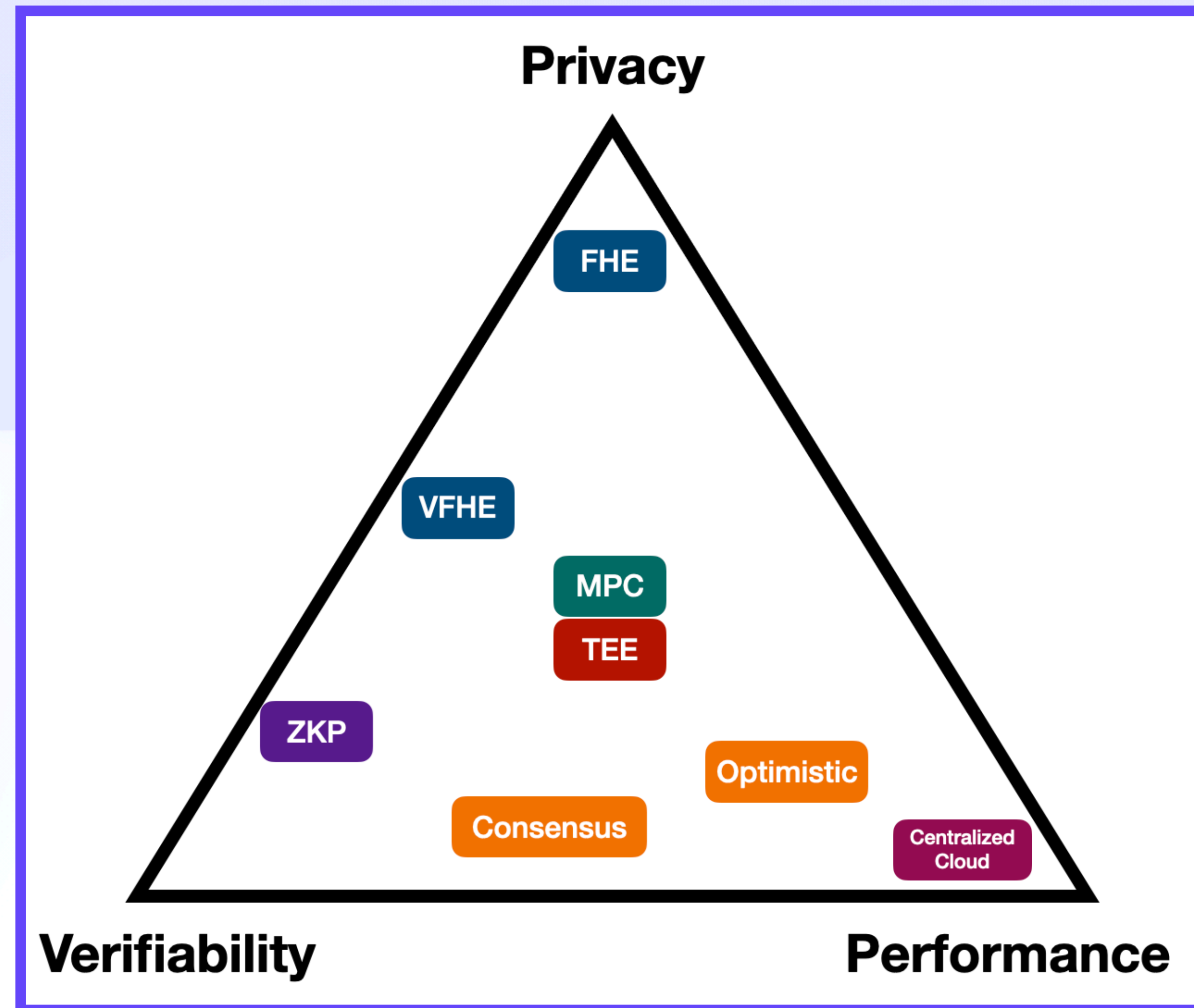
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Requirements

Juan's Triangle



Requirements

Antigoals?

Requirements

Antigoals?

◆ Suggestions? 🙏

Execution-as-IPLD

Interplanetary Linked Invocation (IPLI)

Execution-as-IPLD

Invocation via IPLD

Execution-as-IPLD

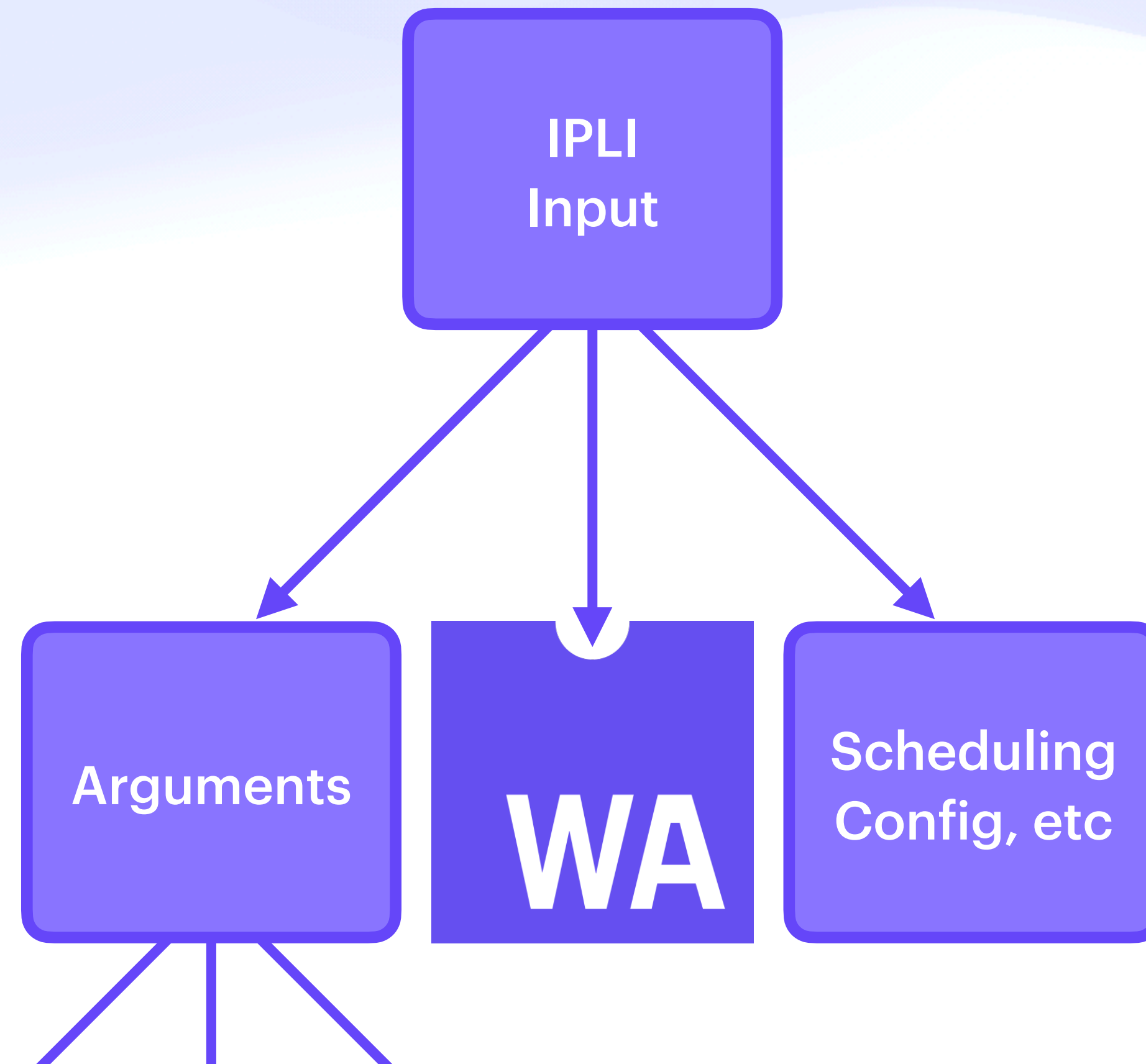
Invocation via IPLD

- ◆ Description of jobs & results
- ◆ Index and/or names for later lookup
- ◆ Streams of results per machine

Execution-as-IPLD

Invocation via IPLD

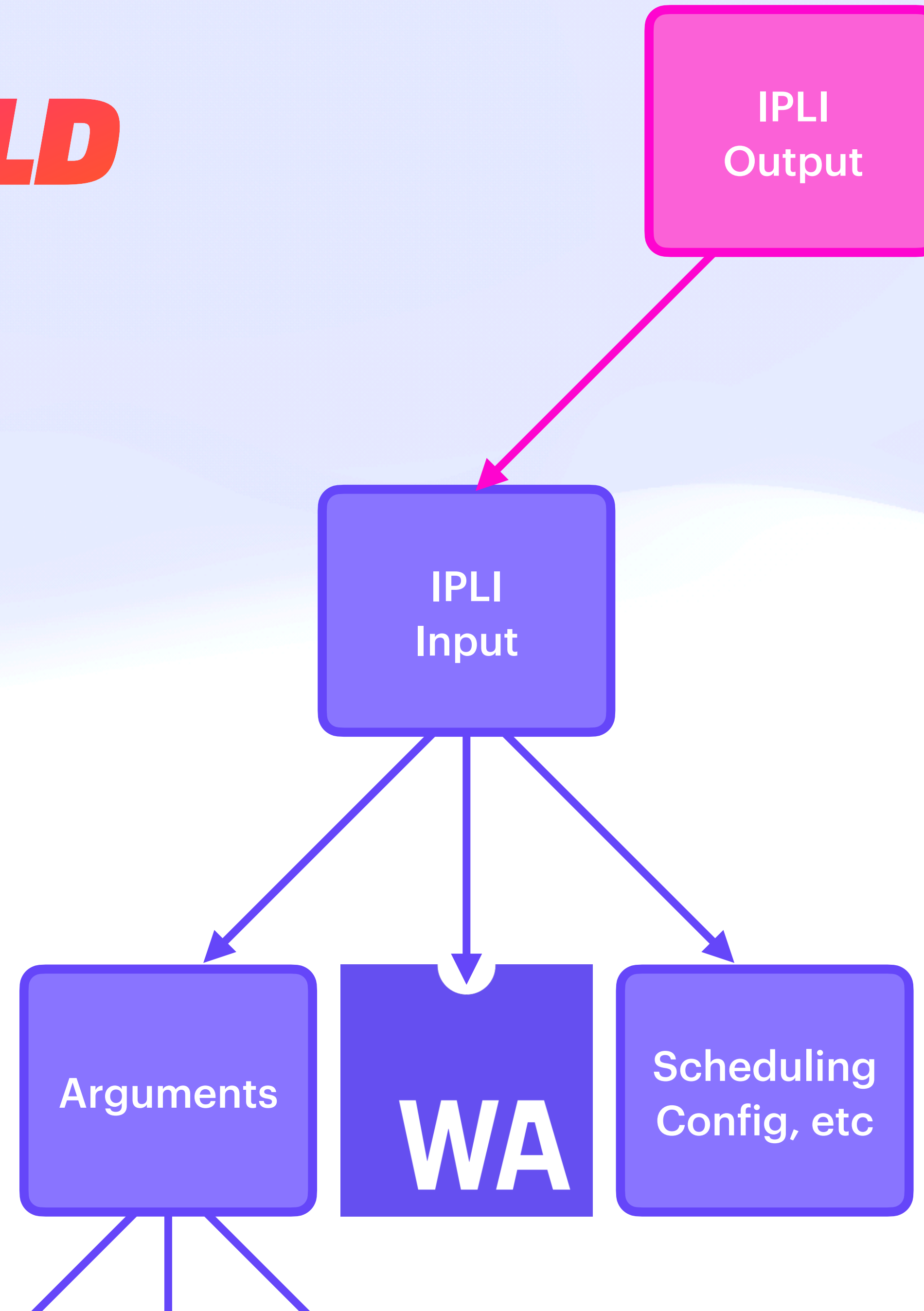
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Execution-as-IPLD

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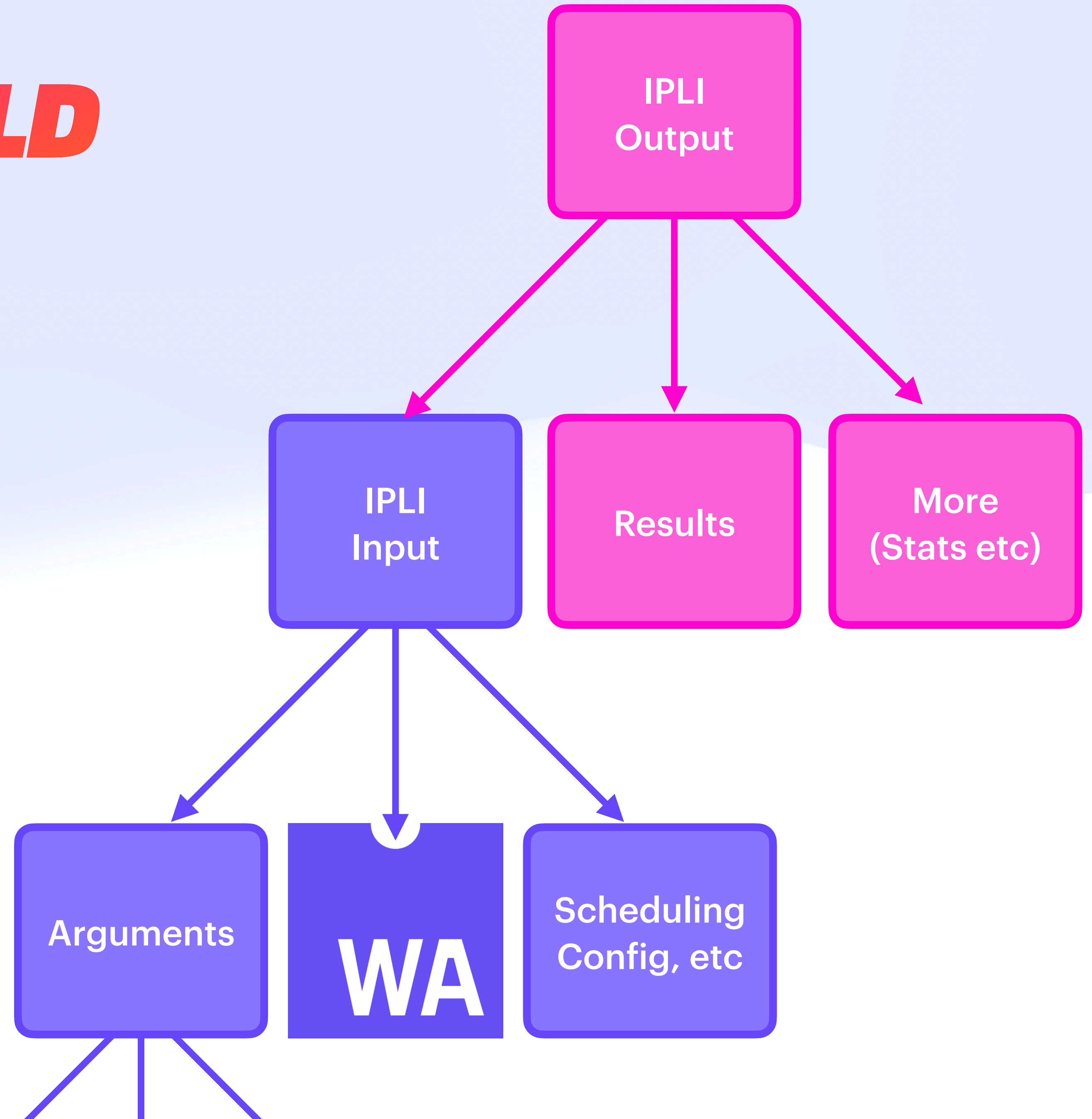
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Execution-as-IPLD

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Execution-as-IPLD

Job Streams (Scheduler + Events)

Execution-as-IPLD

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Pure Effect Stream - - - - -

Pure Function Stream - - - - -

Base Event Stream —————

Execution-as-IPLD

Job Streams (Scheduler + Events)

Pure Effect Stream 

Pure Function Stream 

Base Event Stream 

$t \rightarrow$

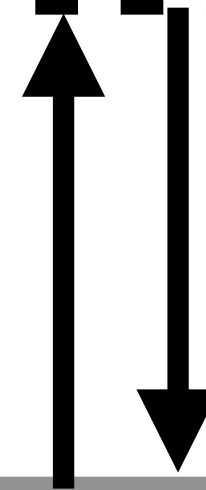
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Job Streams (Scheduler + Events)

Pure Effect Stream 

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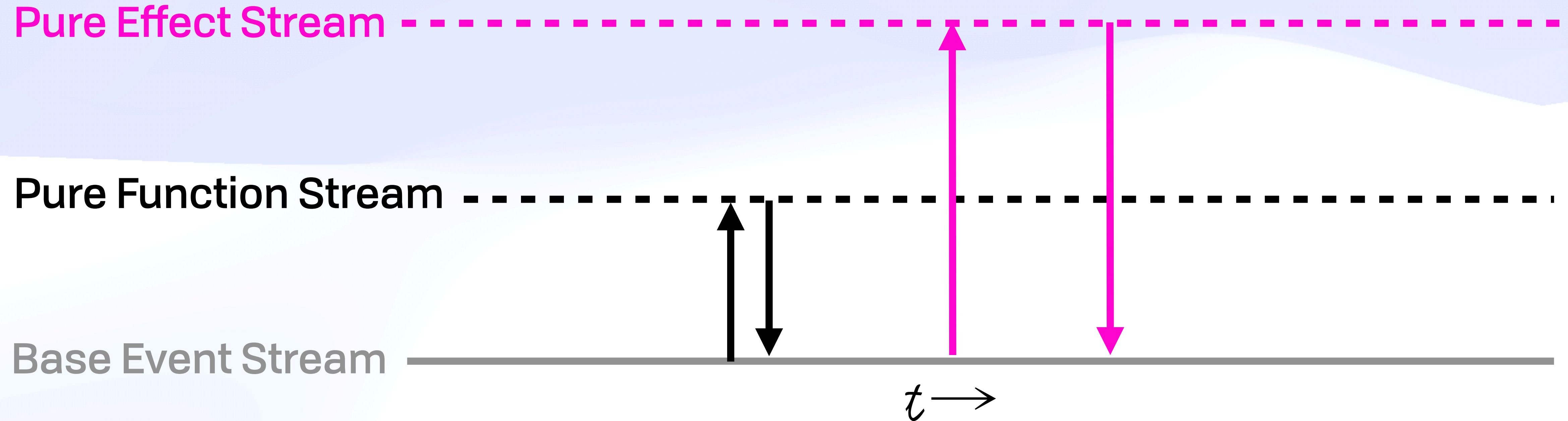
Base Event Stream 



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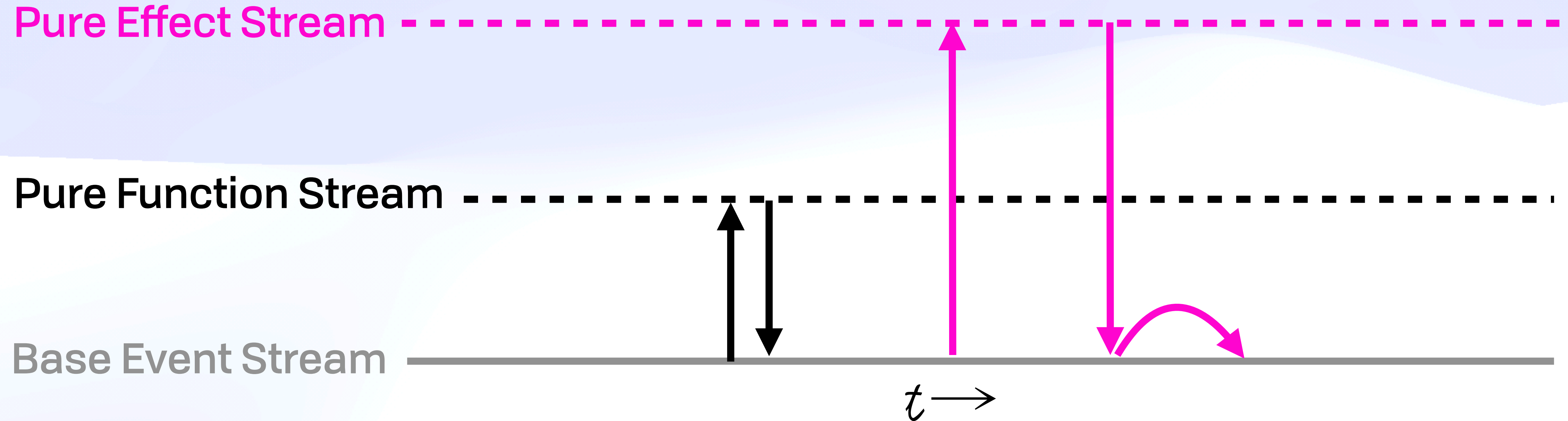
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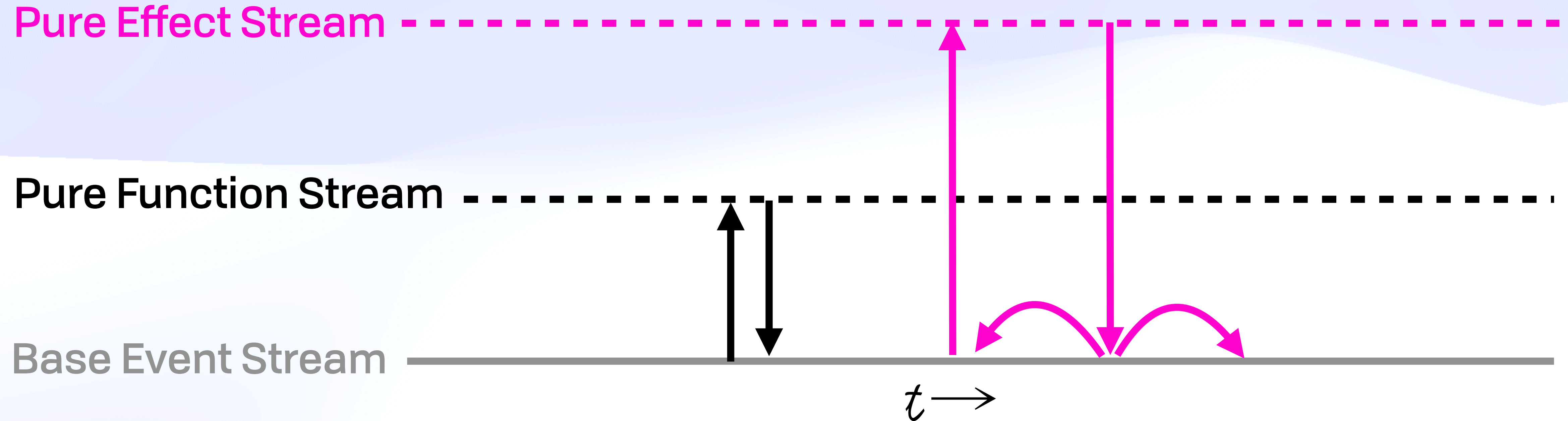
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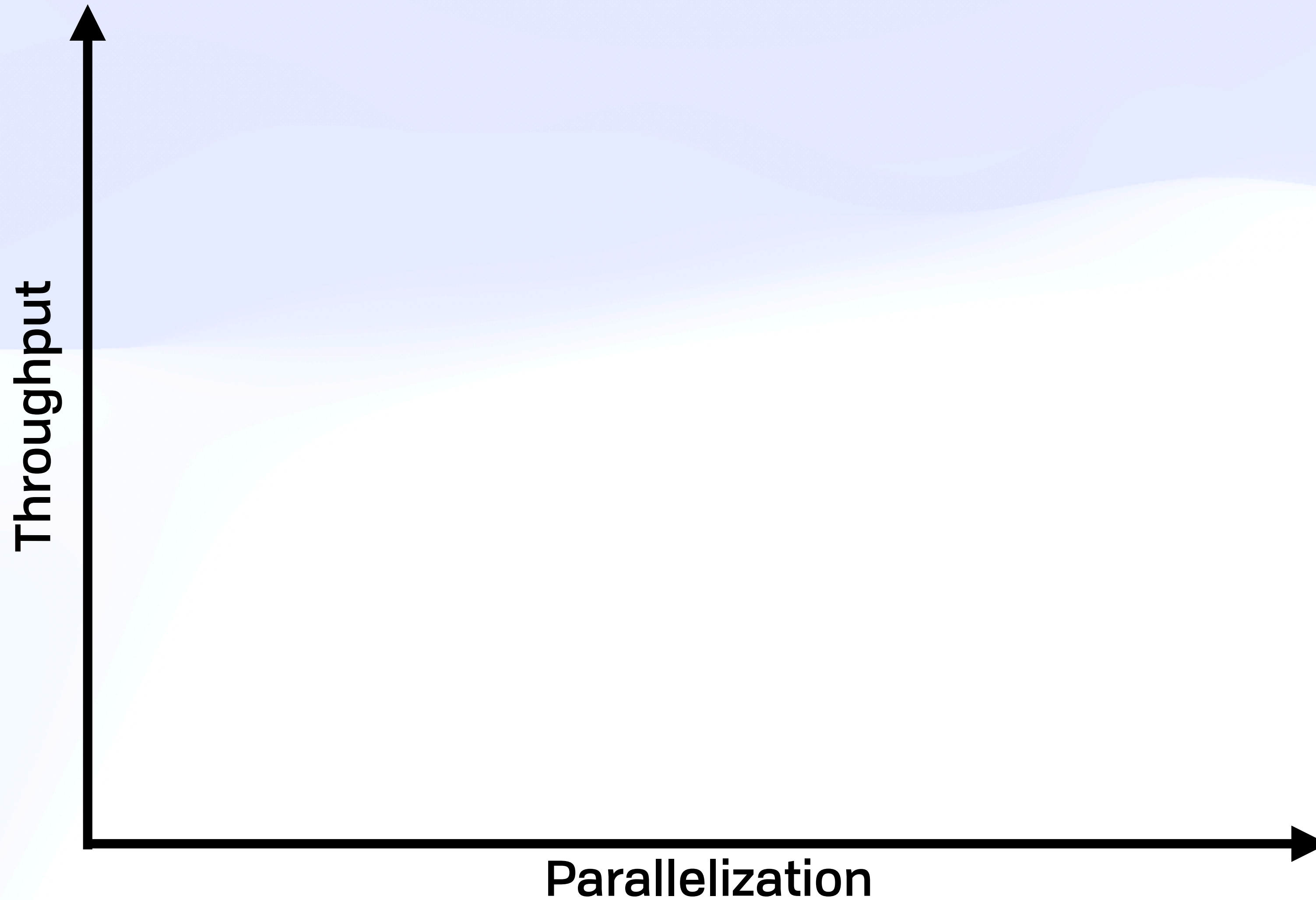


Execution-as-IPLD

With a Little Scale From My Friends

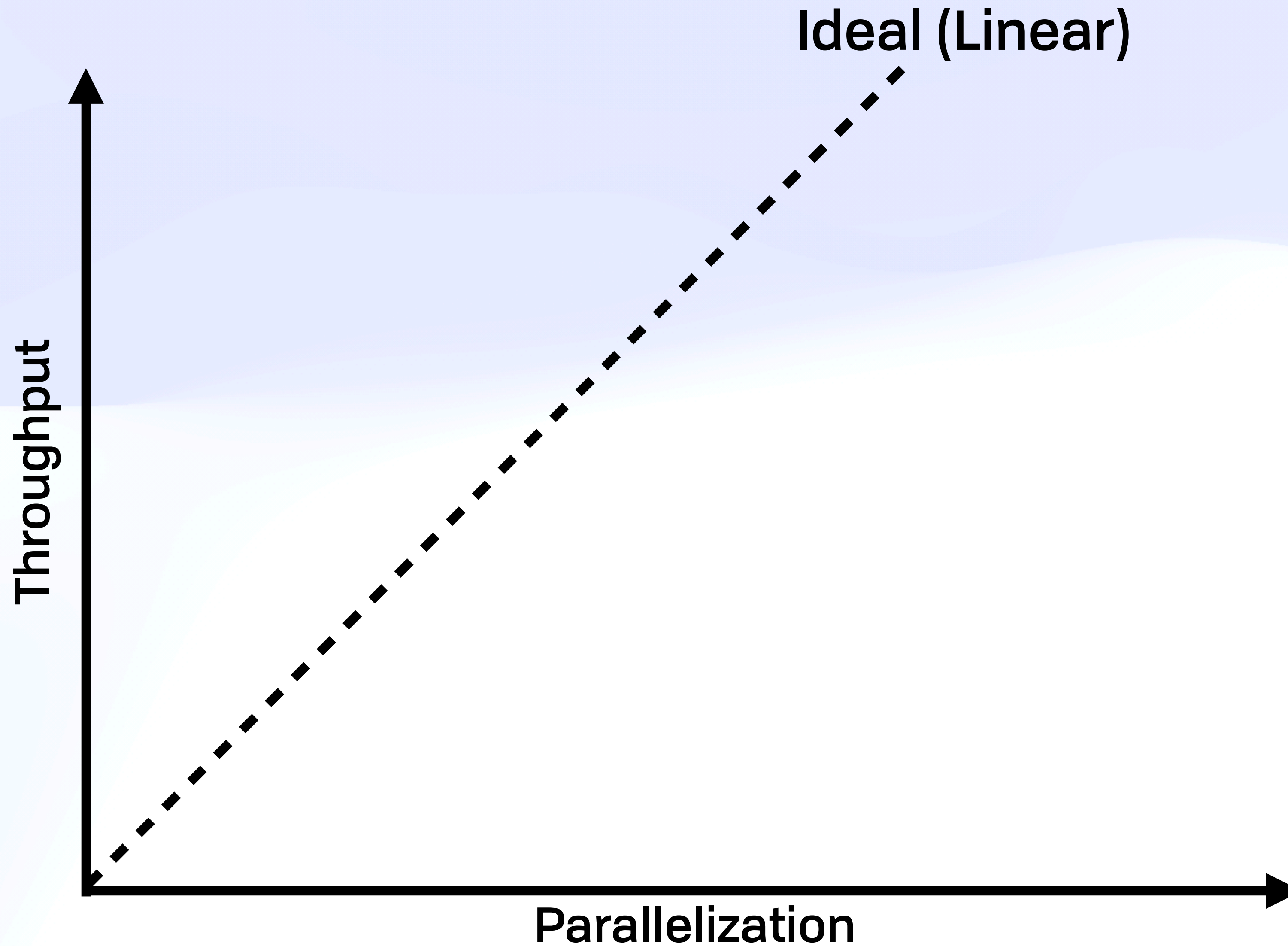
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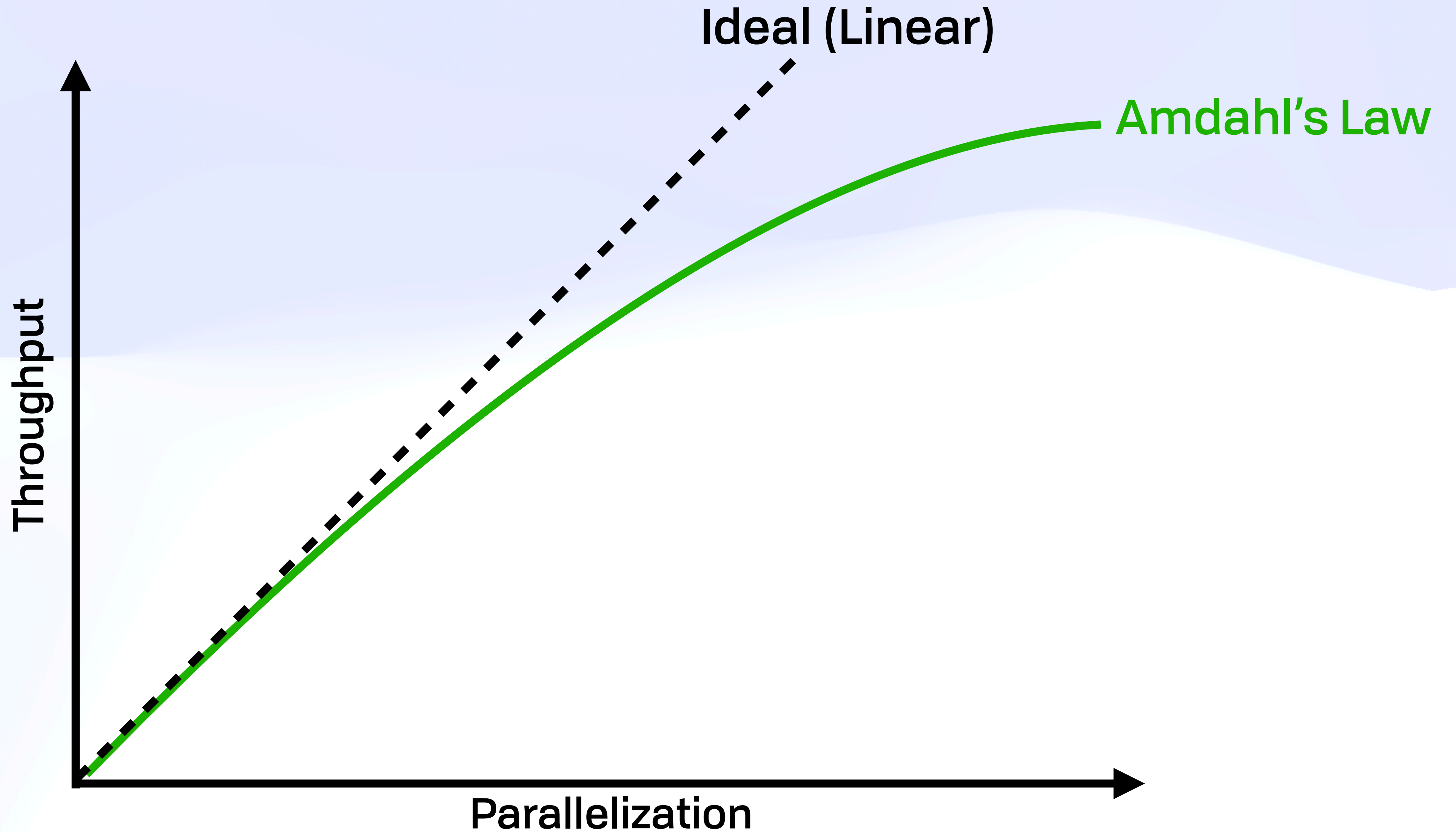
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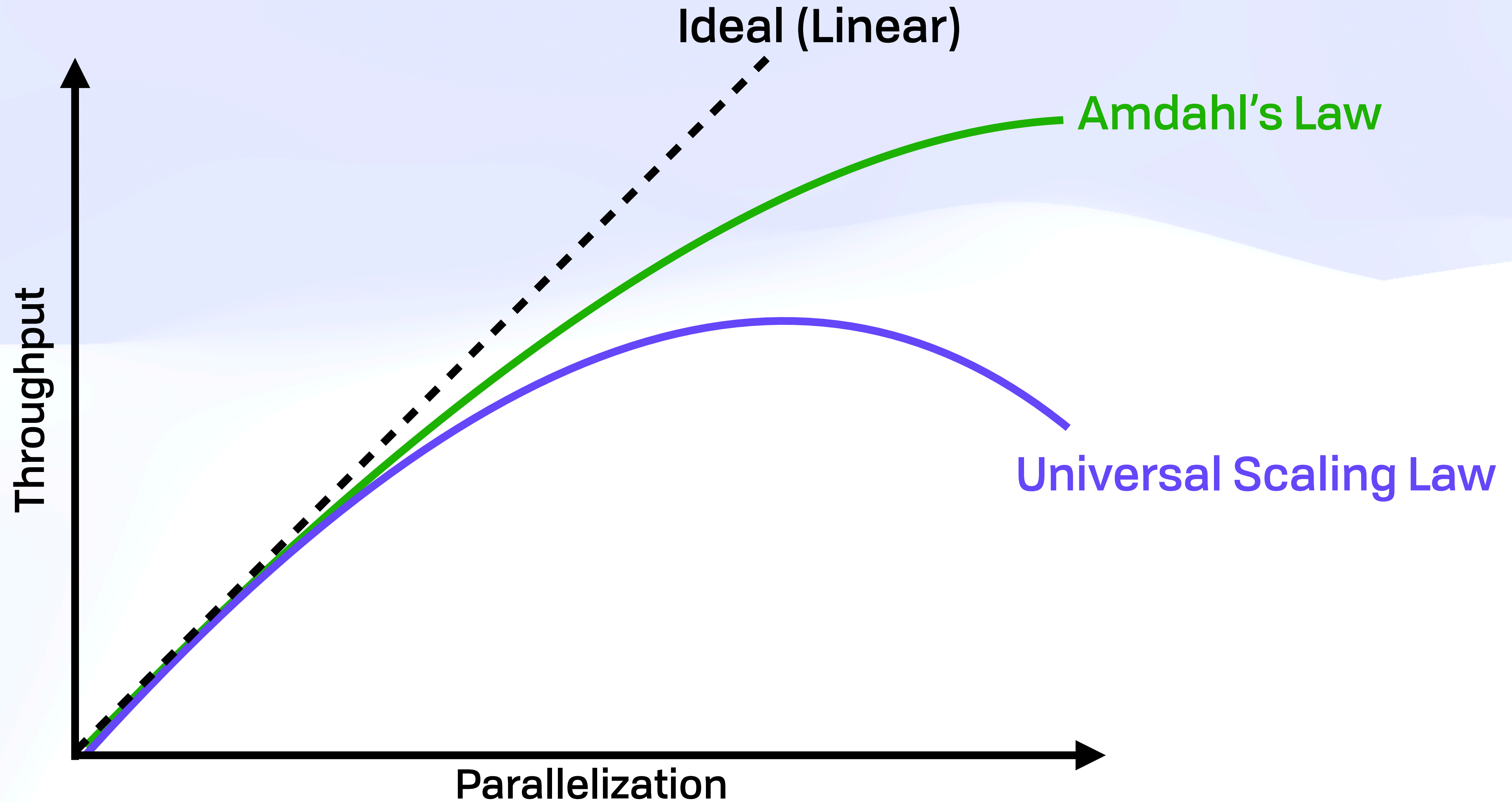
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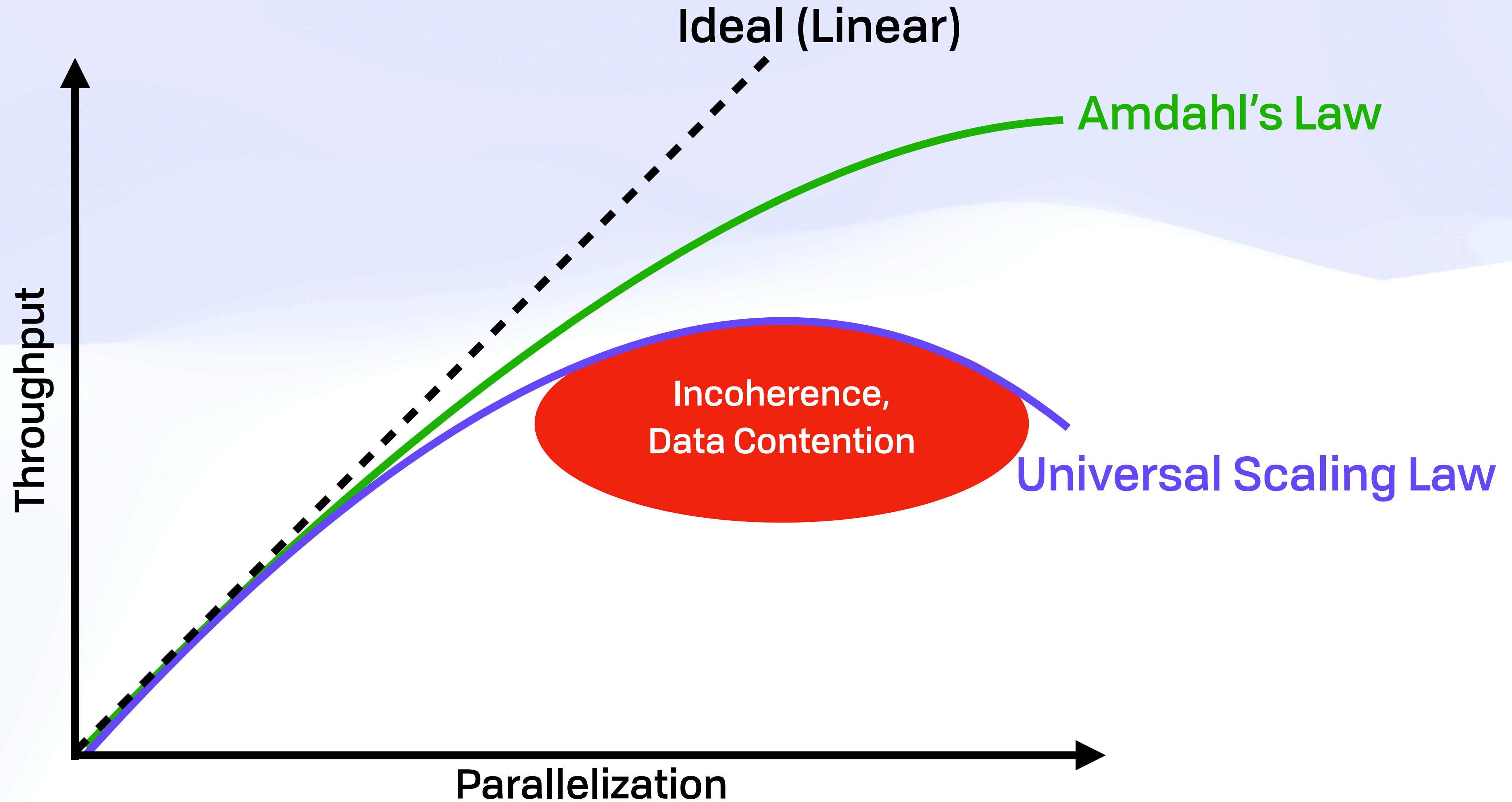
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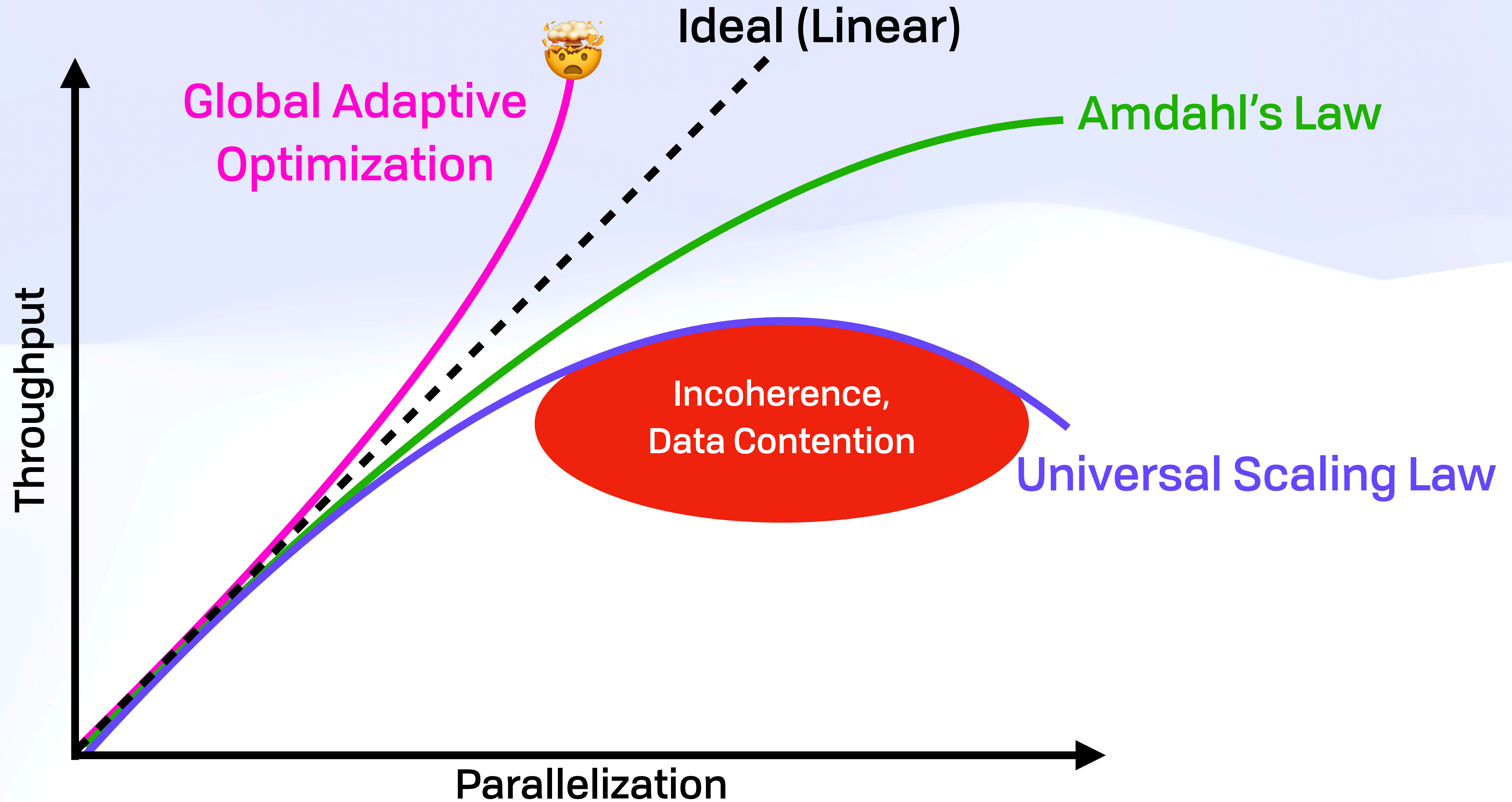
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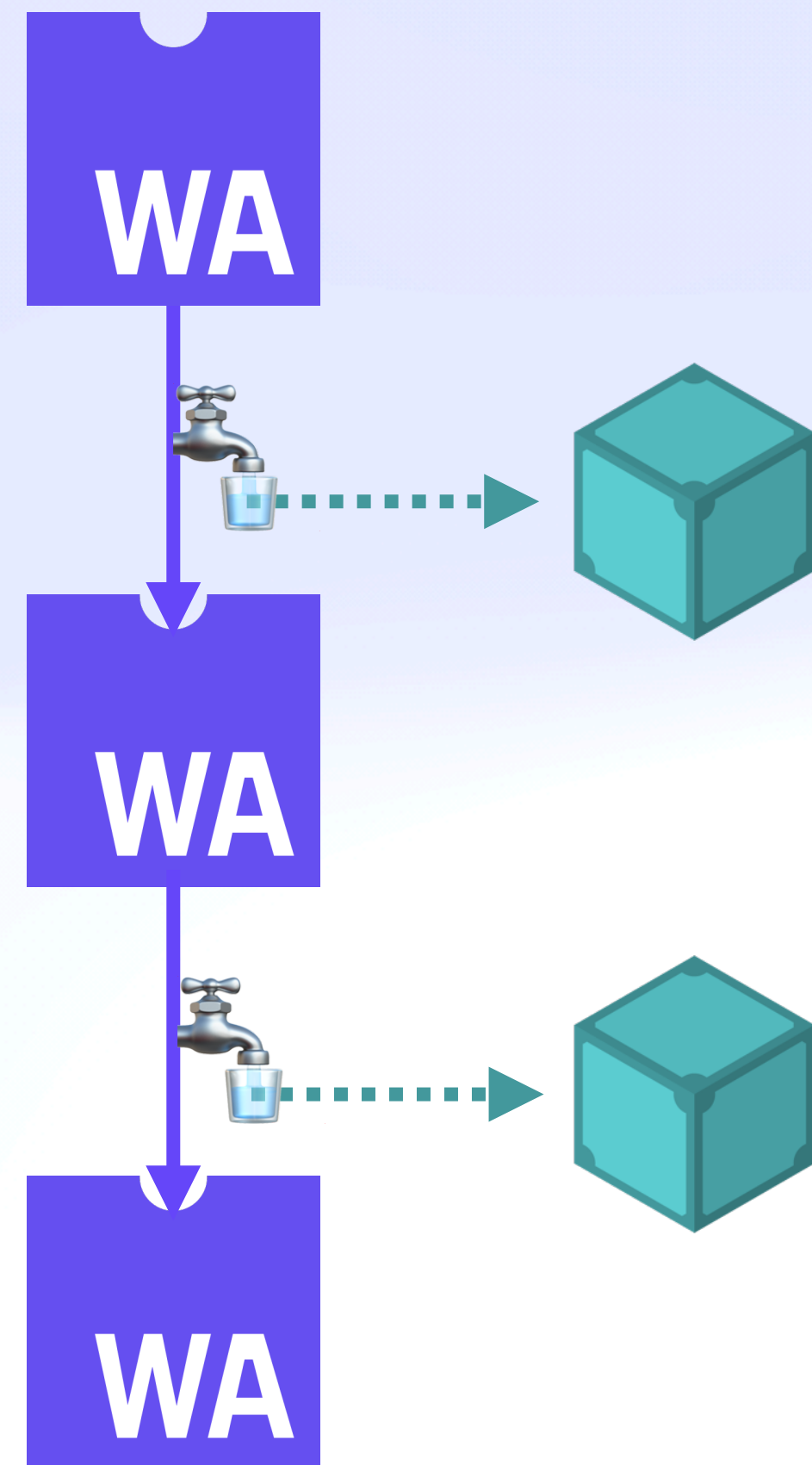


Execution-as-IPLD

Cache Intermediate Results

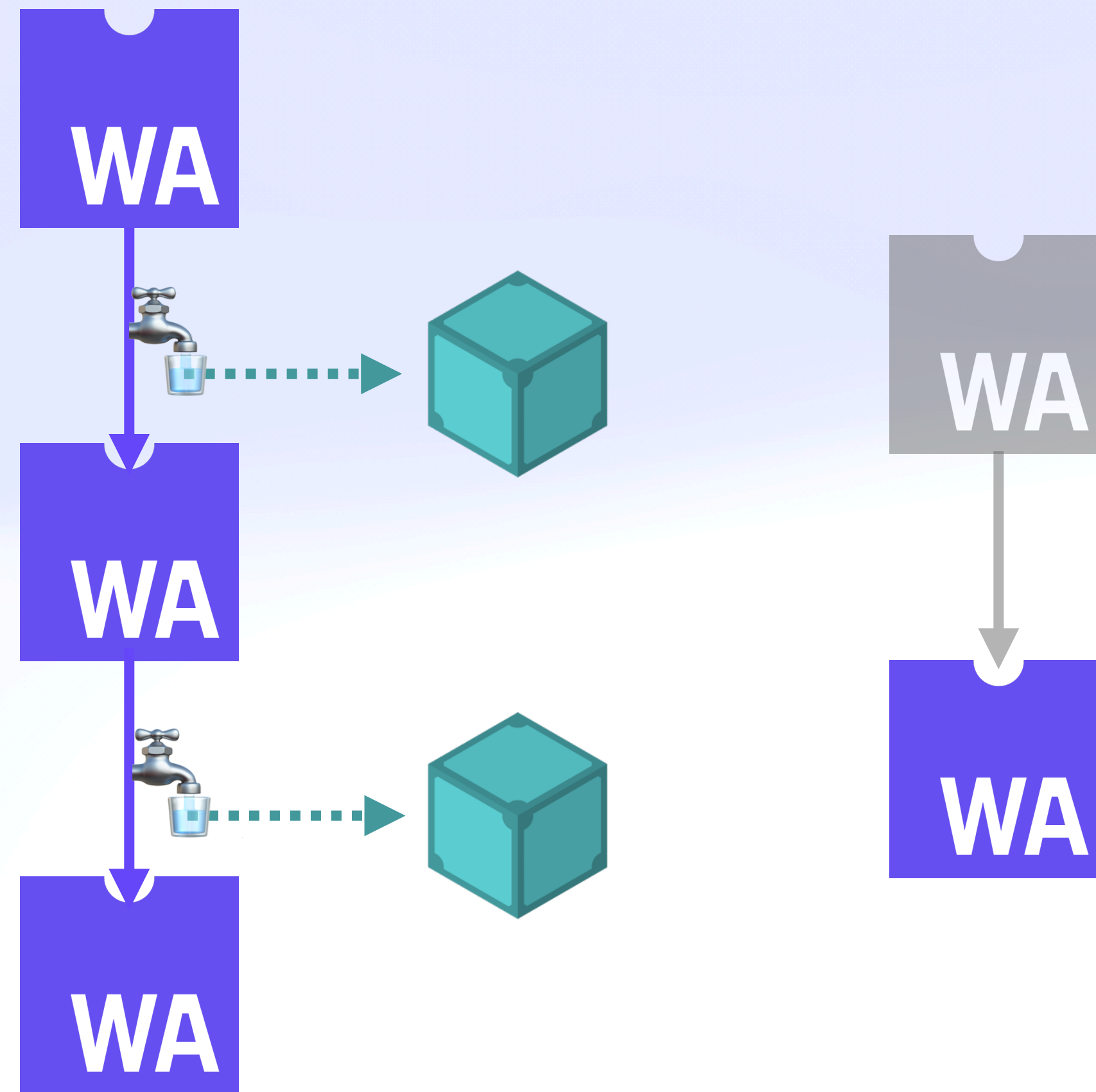
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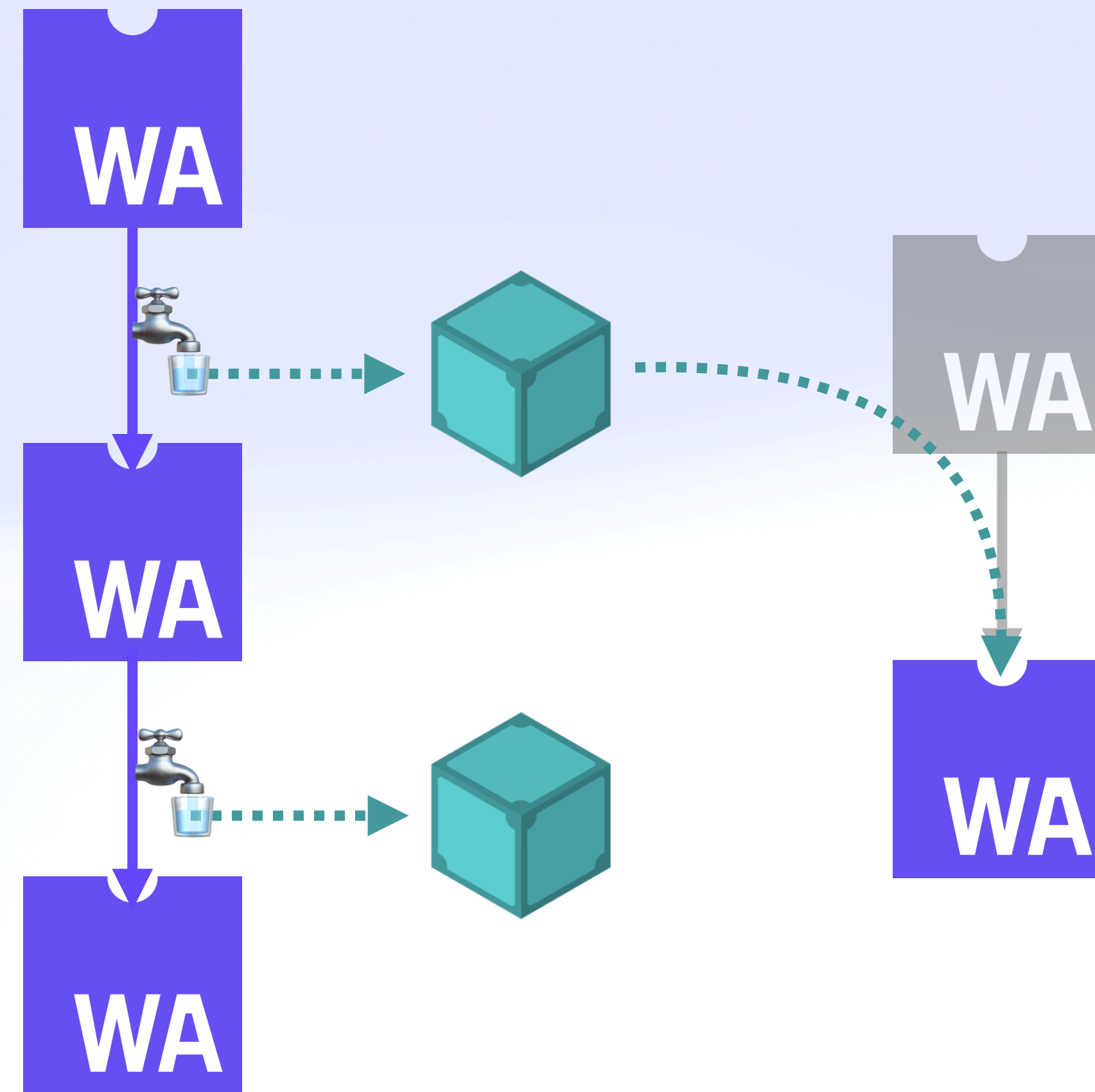
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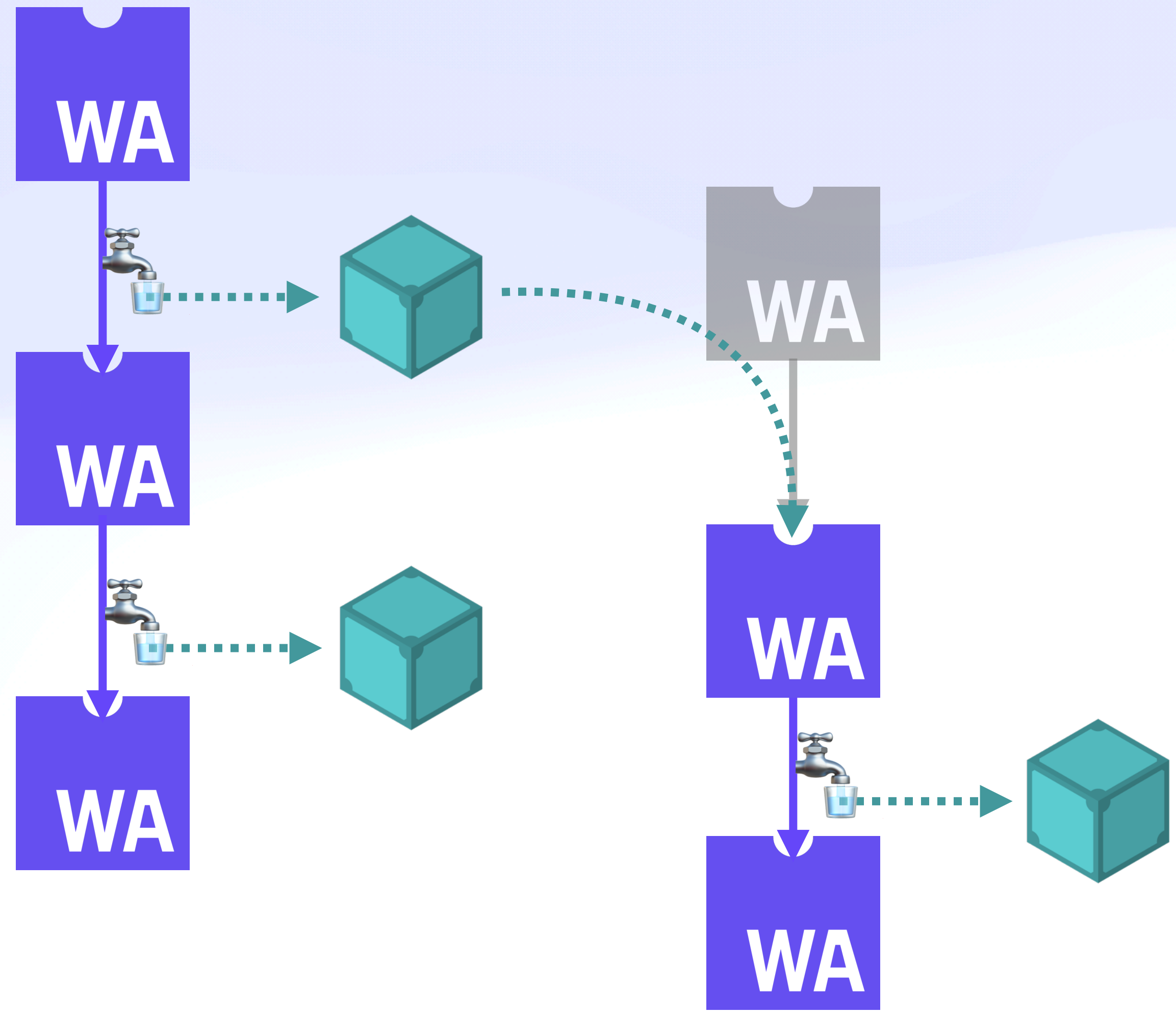
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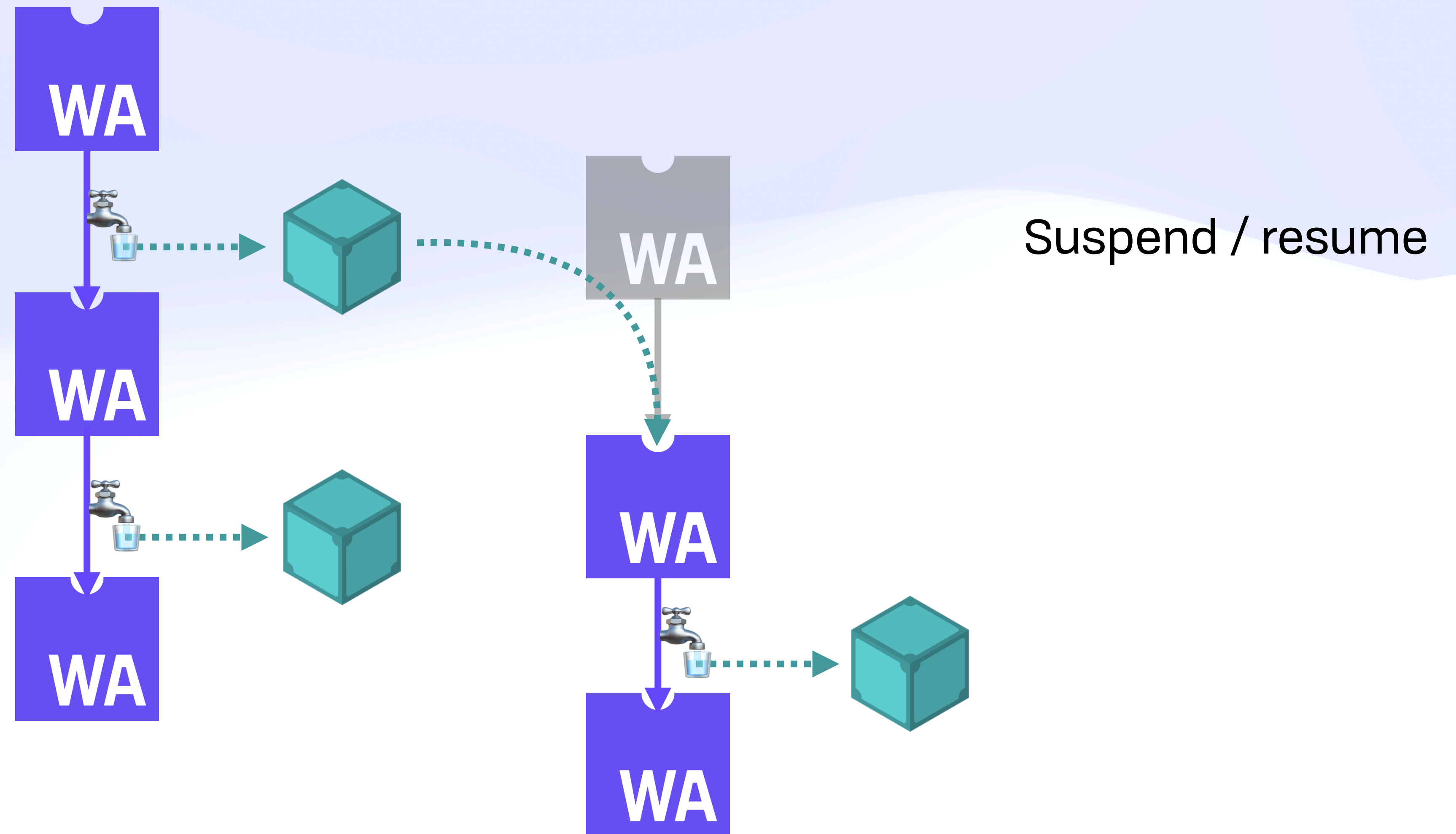
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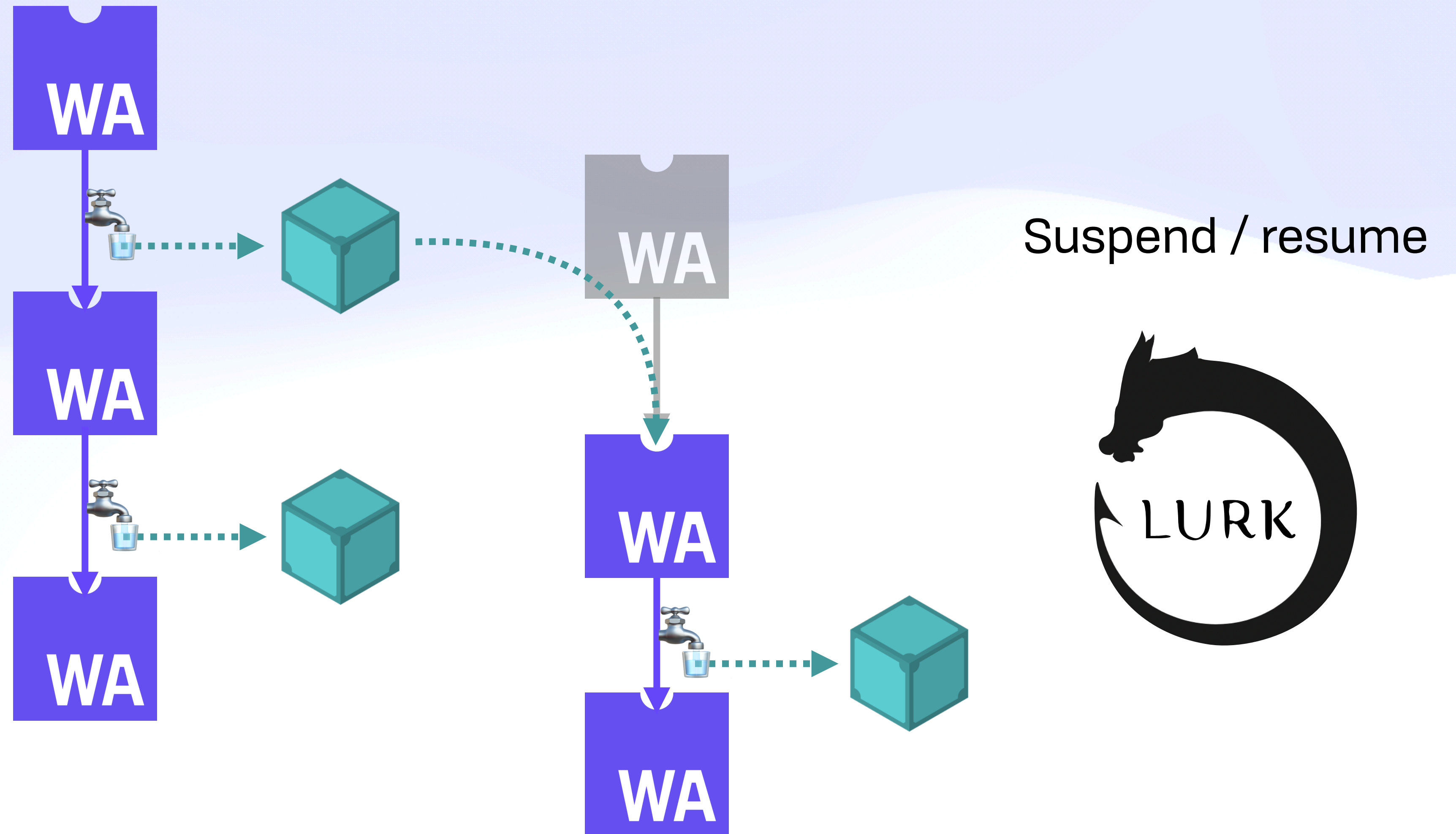
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Cache Intermediate Results



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Cache Intermediate Results



Execution-as-IPLD

Feedback Loop

Execution-as-IPLD

Feedback Loop

1. Fetch data

Execution-as-IPLD

Feedback Loop

1. Fetch data
2. Compute on data

Execution-as-IPLD

Feedback Loop

1. Fetch data
2. Compute on data
3. Output more data

Execution-as-IPLD

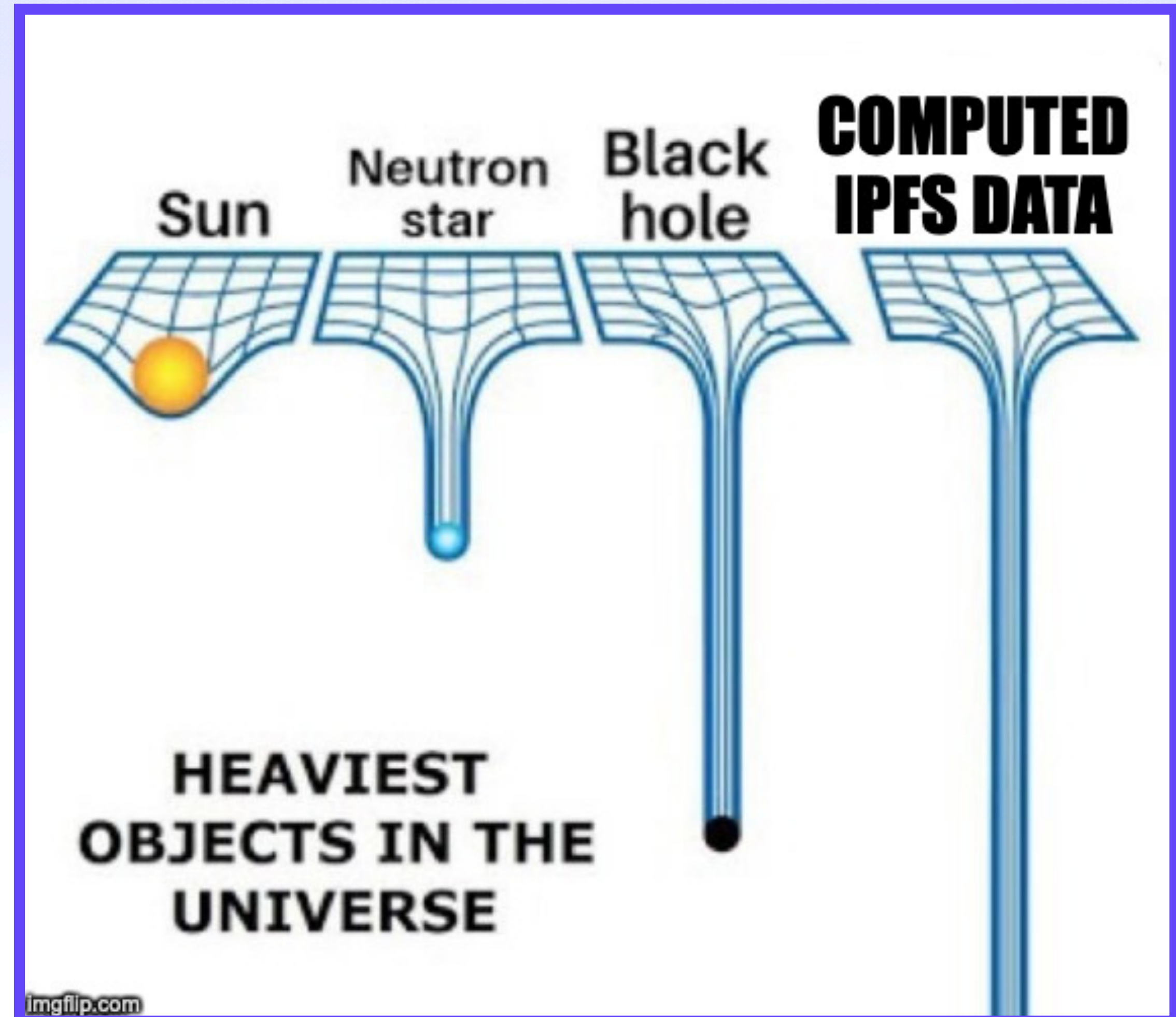
Feedback Loop

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2. Compute on data
3. Output more data
4. GOTO 2

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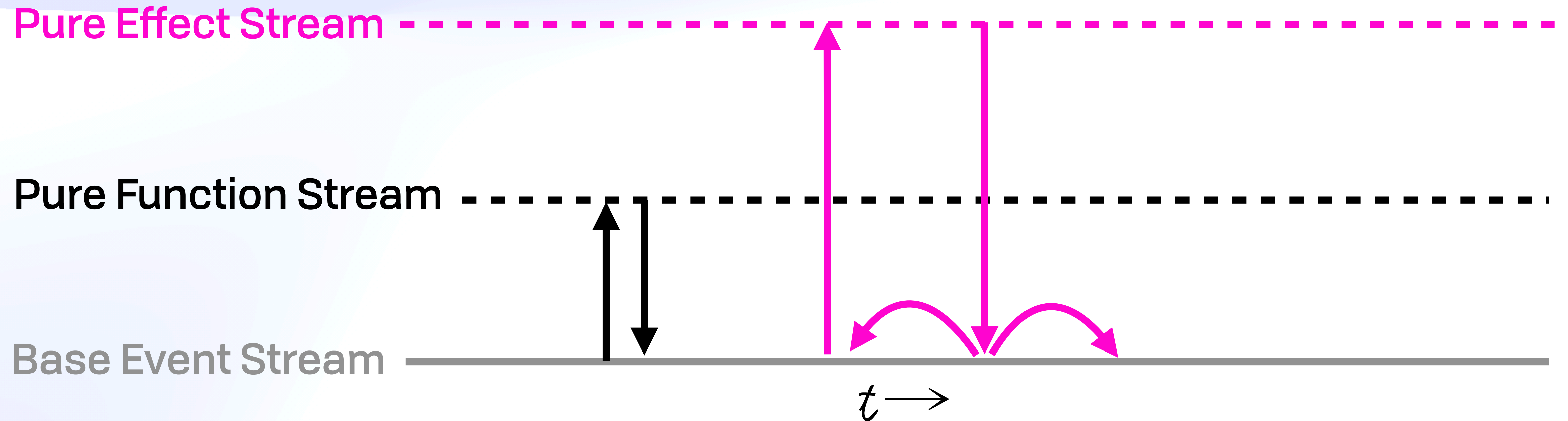
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Execution-as-IPLD

Managed Effects



Execution-as-IPLD

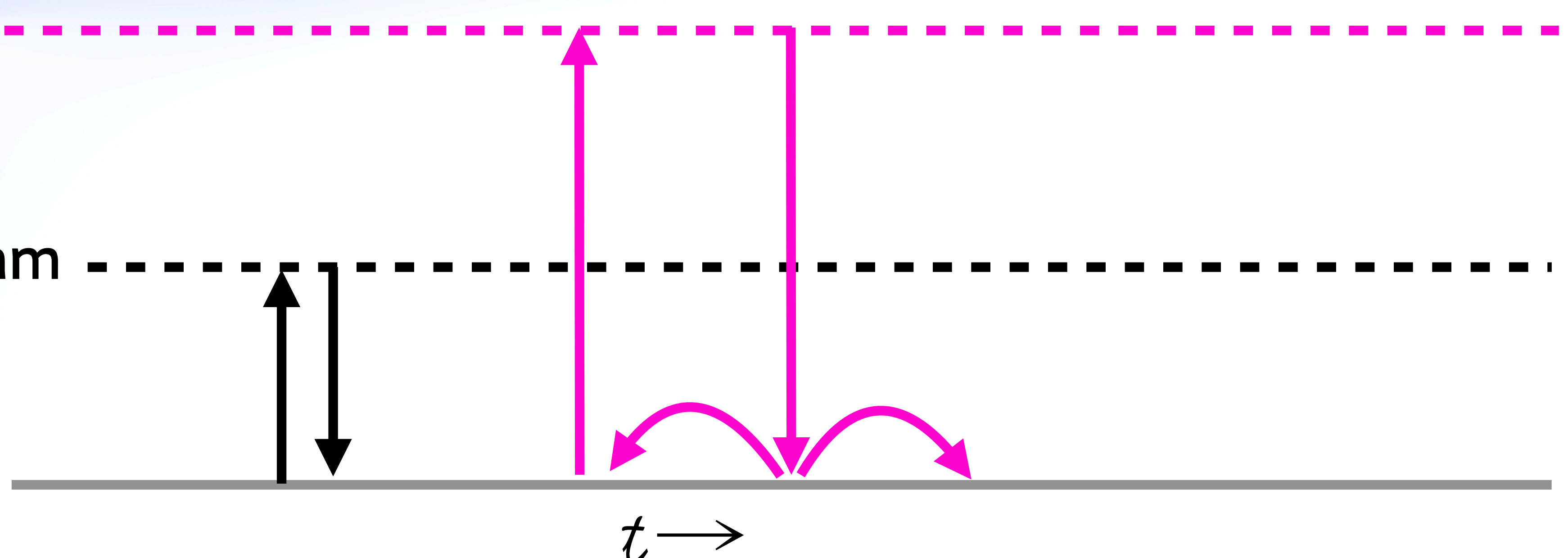
Managed Effects

Managed Effect Stream

Pure Effect Stream

Pure Function Stream

Base Event Stream



Execution-as-IPLD

Managed Effects

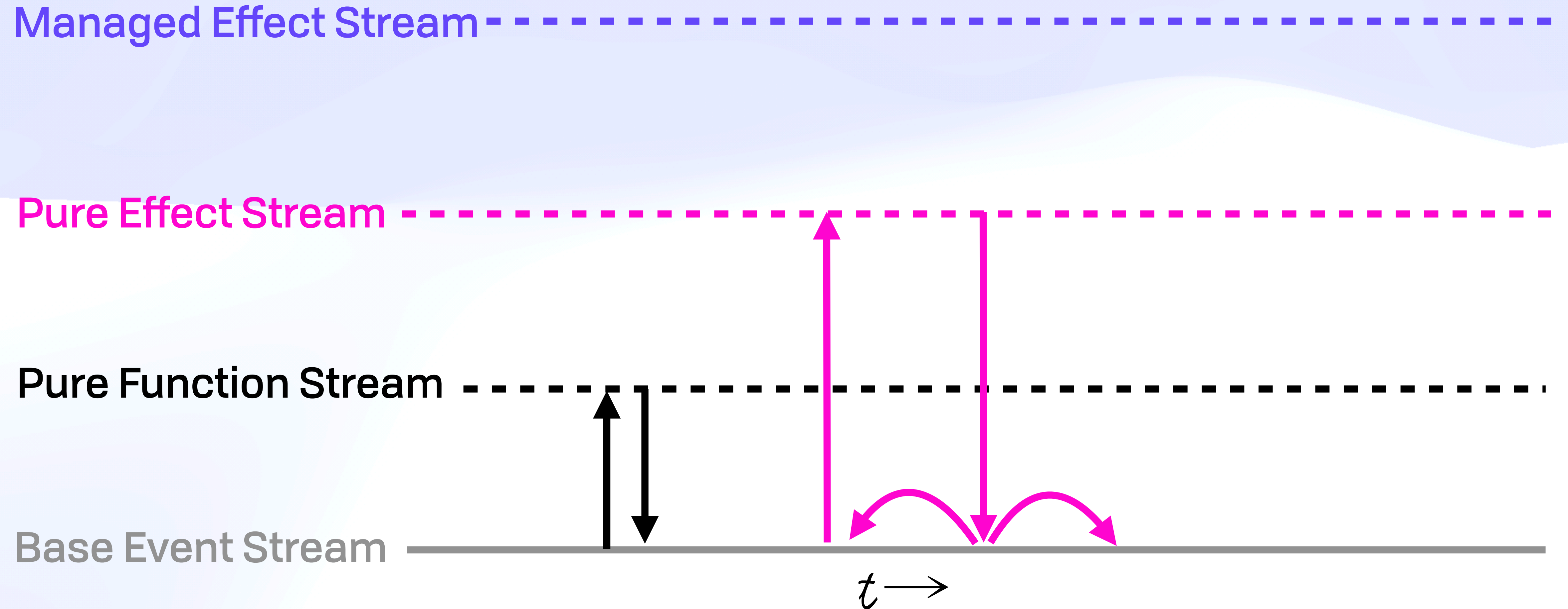
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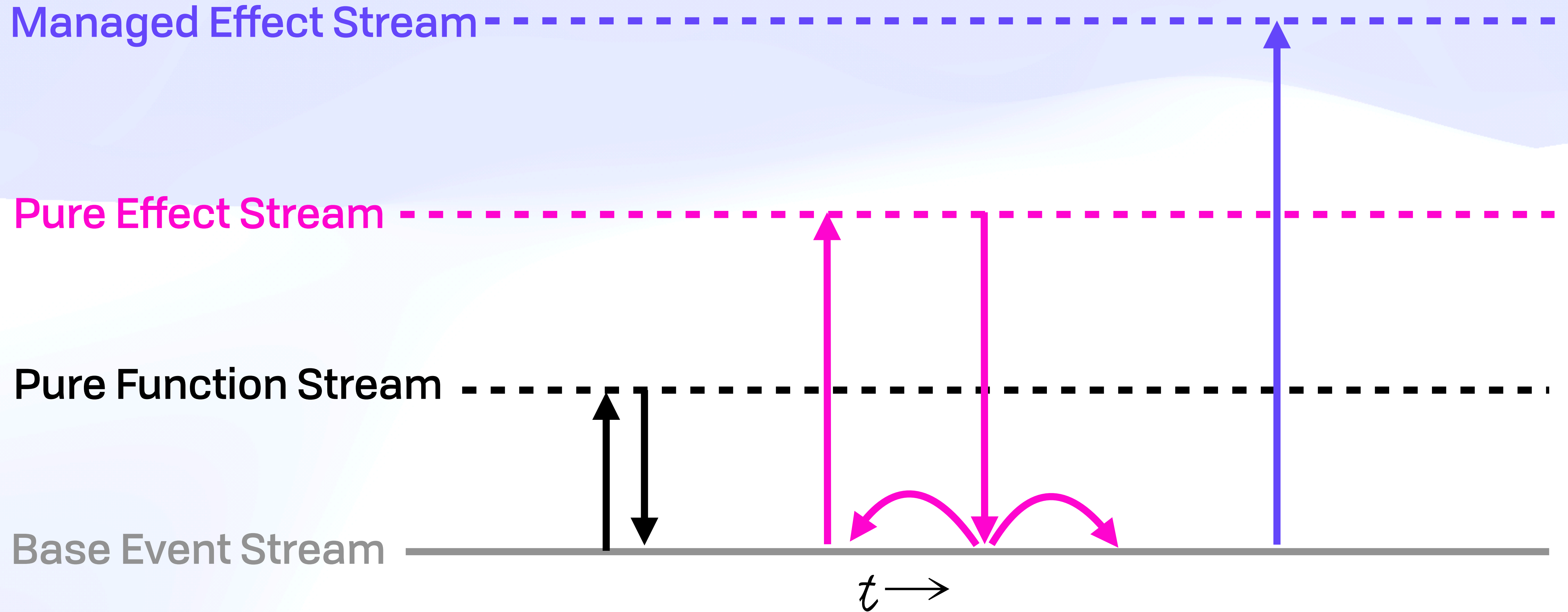
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$t \rightarrow$



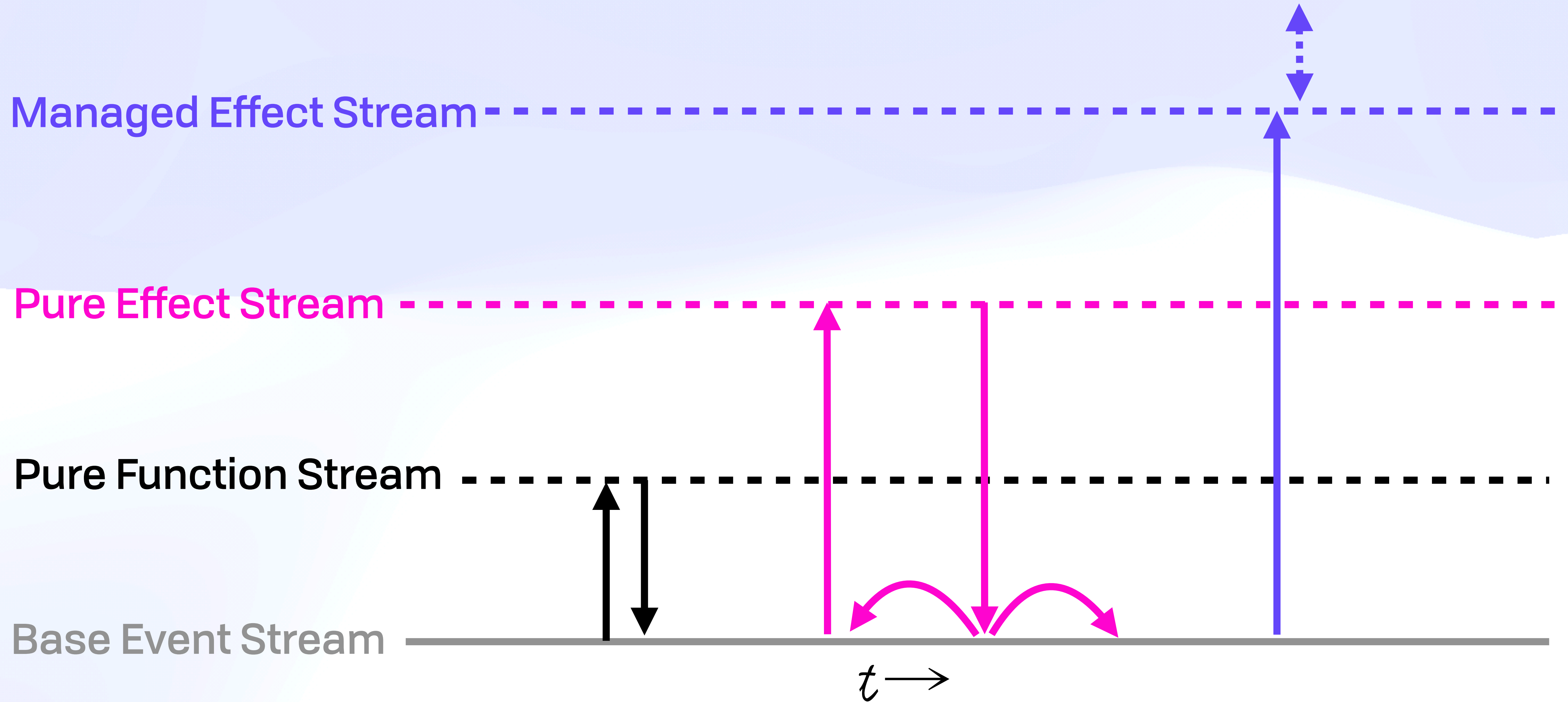
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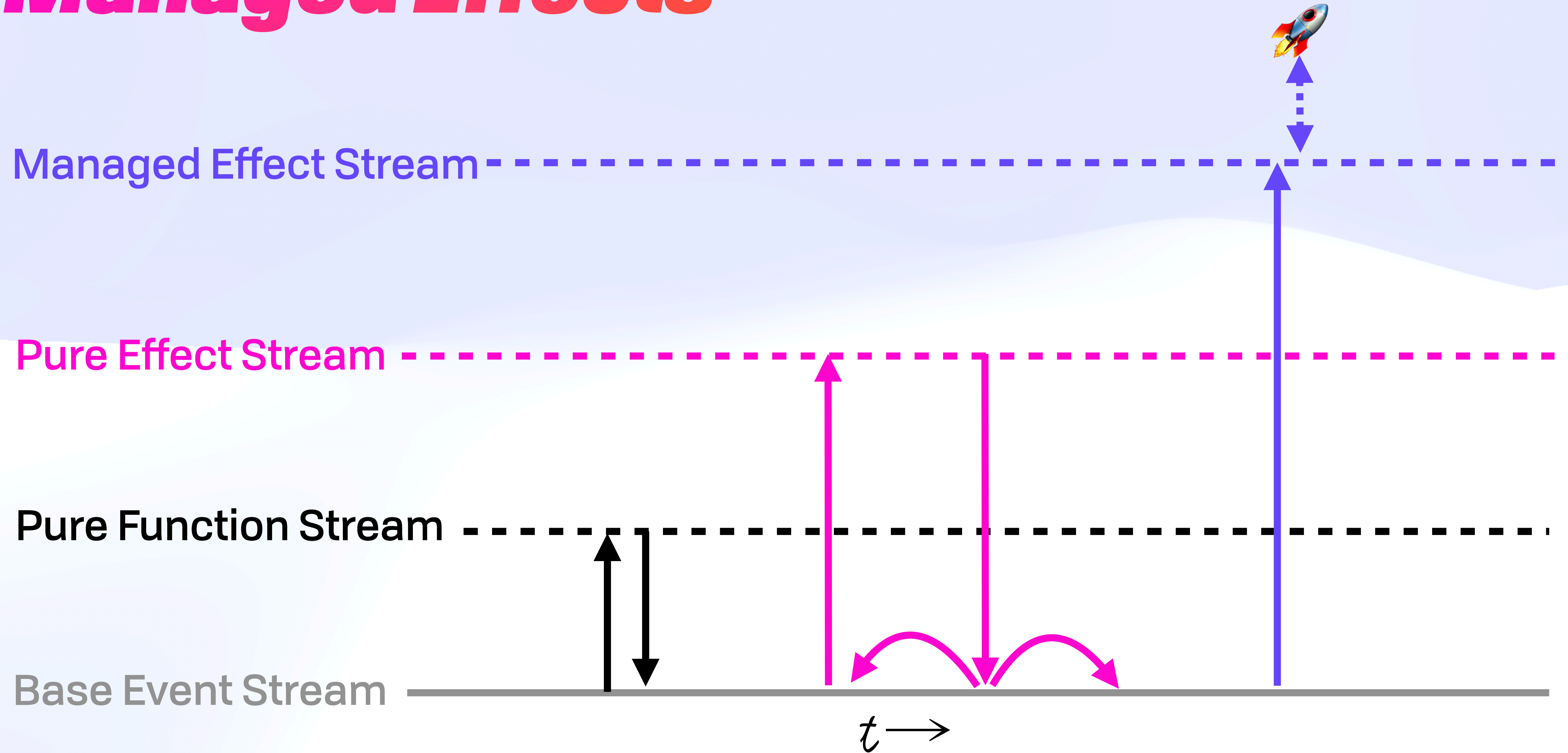
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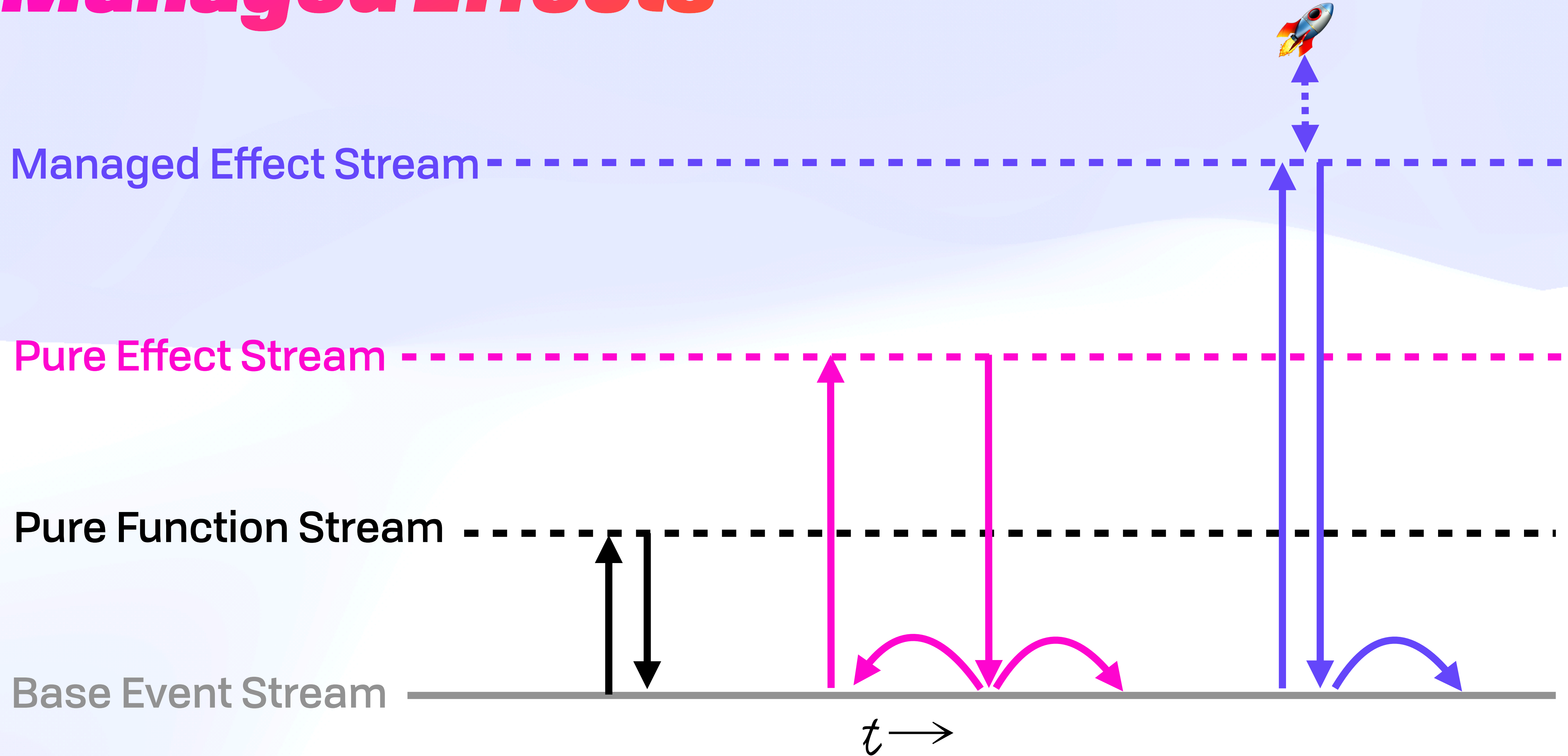
Execution-as-IPLD

Managed Effects



Execution-as-IPLD

Managed Effects



IPVM for IPFS Internals

Shipping IPFS in IPFS

IPVM for IPFS Internals

Content Addressing IPFS Itself

IPVM for IPFS Internals

Content Addressing IPFS Itself

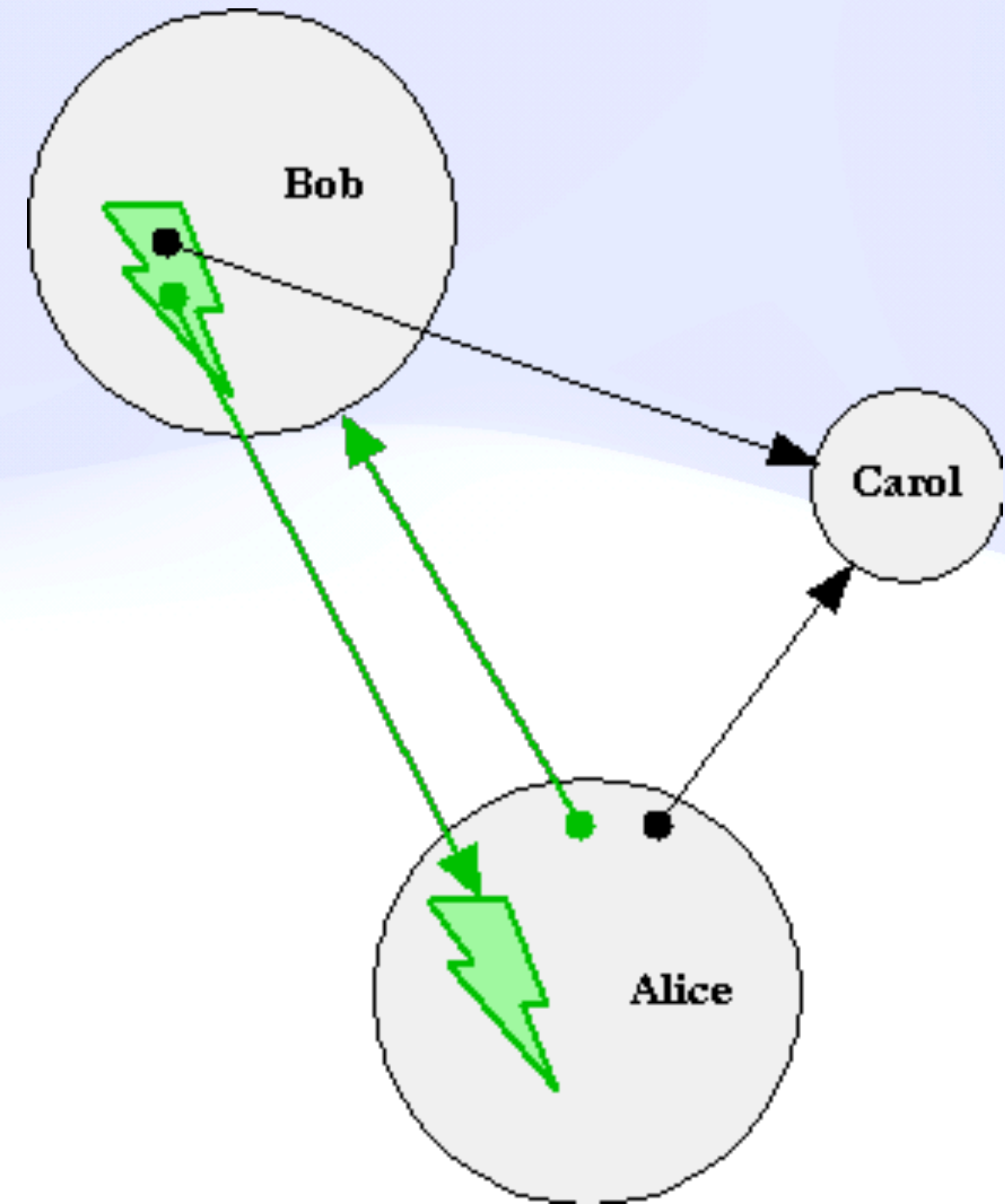
- ◆ New codecs (autocodec)
- ◆ Cryptography
- ◆ Smarter chunkers, incremental verifiers
- ◆ Critical bugfixes
- ◆ **Share effort between projects (Kubo, Iroh, UCAN, WNFS, Skip Ratchet, etc)**

Security

How Trusted is Your Execution?

Security *Models*

- ◆ Mobile computing
- ◆ OCAP, eRights, encryption, UCAN



<http://erights.org/elib/concurrency/msg-passing.html>

Security

More Capabilities, More Problems

Security

More Capabilities, More Problems

- ◆ Minimum Viable Capability
- ◆ Option to switch on more powerful, trusted features
- ◆ Remote capabilities on other people's systems (service providers, peers, etc)

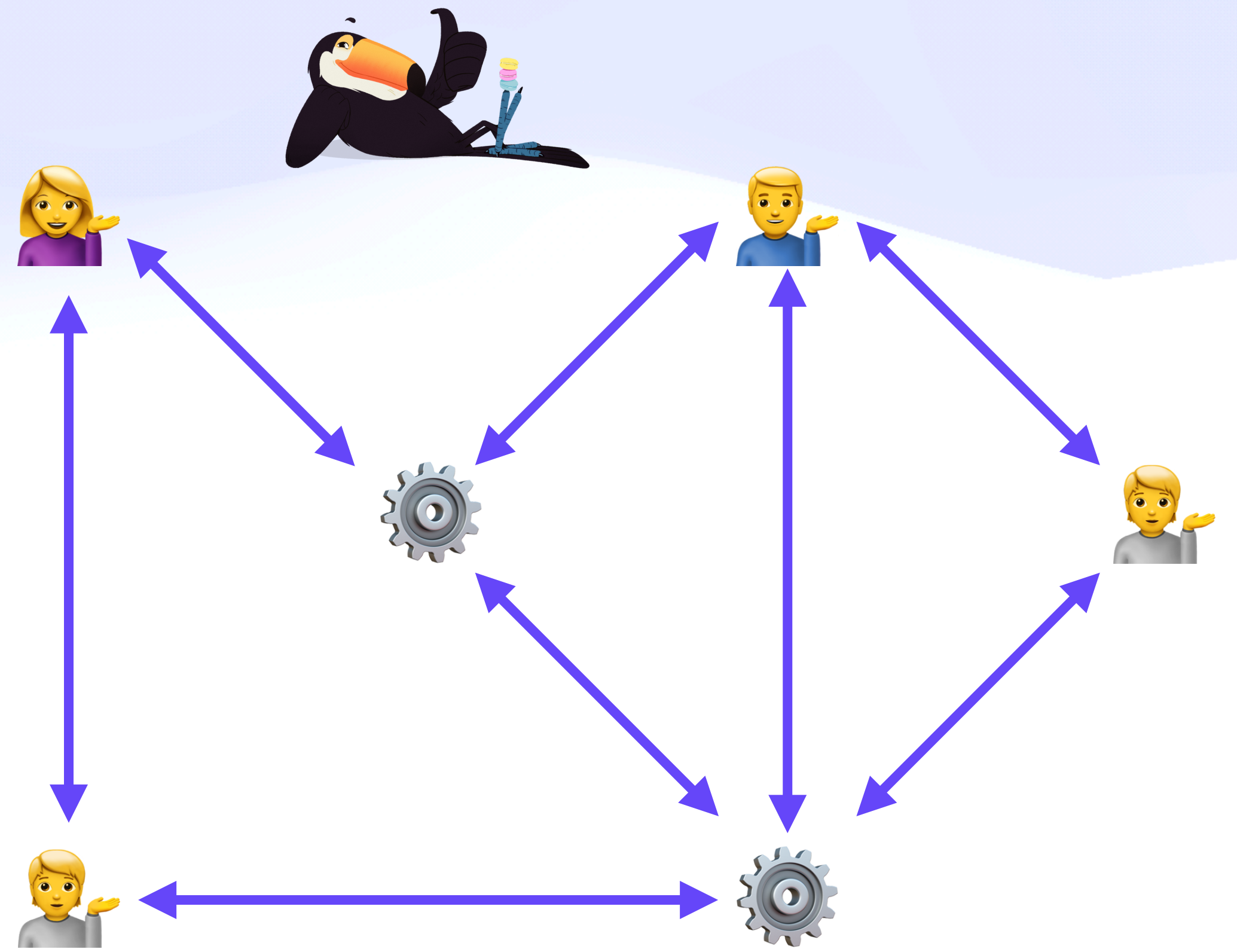
State Channels

Remote Deals & Execution

State Channels

Eager Job Discovery

- ◆ Discover providers ("matchmaking DHT")
- ◆ Register providers, just like a bootstrap list
- ◆ (Optional) reputation



State Channels

Payments

State Channels

Payments

- ◆ Reuse generalized state channels for (optional) payment, reputation, etc
 - ◆ (Future: hierarchical consensus)

Where to Start



Where to Start

Bootstrapping First Steps: Brass Tacks

Where to Start

Bootstrapping First Steps: Brass Tacks

- ◆ Ship Wasm into an IPFS implementation
- ◆ Manual invocation from CLI
- ◆ IPLI format experimentation
- ◆ Concurrent job scheduler, trust & resource limits
- ◆ Figure out sensible default configs from experience
- ◆ Experiment with deeper integration: wasm-ipld or similar
- ◆ Cron, event triggers, etc
- ◆ Push jobs, associated authZ

Open Discussion 🌶️

Tell me why you
❤️ or 💔 these ideas!



Open Discussion 🌶️

Tell me why you
❤️ or 🤬 these ideas!



 ***Thank You, IPFS ping*** 

<https://fission.codes>
brooklyn@fission.codes
@expede

Therefore, ***the worse-is-better software first will [...] be improved to a point that is almost the right thing.***

In concrete terms, even though Lisp compilers in 1987 were about as good as C compilers, ***there are many more compiler experts who want to make C compilers better*** than want to make Lisp compilers better.

– Richard P. Gabriel, Lisp: Good News, Bad News, How to Win Big (1991)